

TOWNSFOLK



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

OUTSIDERS



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Sweetheart

When you die, 1 player is drunk from now on.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Baron

There are extra Outsiders in play. [+2 Outsiders]



Shabalothe

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

*Not the first night



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



Demon Info

If there are 7 or more players, wake the Demon:
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Lycanthrope

Place the **FAUX PAW** reminder ☹ next to a good player.



Courtier

The Courtier might choose a character. ☹☹



Pukka

The Pukka chooses a player. ☹



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Preacher

The Preacher chooses a player. If they choose a Minion:
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Courtier

The Courtier might choose a character. ☺☺



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☺ Demon doesn't kill tonight.



Lunatic

Do whatever needs to be done to simulate the Demon acting.
 Put the Lunatic to sleep. Wake the Demon.
 Show the Lunatic token & point to them, then their target(s).



Pukka

The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☺
 Place the **DEAD** token beside any living player. ☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



Assassin

The Assassin might choose a player. ☺☺



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☺

Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺



Moonchild

If the Moonchild is due to kill a good player, they die. ☺



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



King

If the number of dead players is equal to or exceeds the number of alive players:
 Wake the King. Show one alive character token. Put the King to sleep.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.